Title: Communication Protocol For Synchronizing Animation Systems Inventors: Blanco, et al.

Page 1 of 7

**SERVER** <u>102</u> MEMORY **PROCESSOR** <u>108</u> <u>110</u> **APPLICATION** O/S NIC <u>120</u> 116 <u>112</u> HI-LEVEL Animation Subsys S/W H/W <u>118</u> <u>122</u> 114 **100 N**ETWORK <u> 104</u> CLIENT <u>106</u> **MEMORY BROWSER** <u>130</u> <u>142</u> DISPLAY DEVICE O/S <u>138</u> S/W <u>144</u> <u>146</u> **PROCESSOR** DISPLAY DEVICE MONITOR <u>136</u> <u>132</u> <u>138</u> LOW-LEVEL ANIMATION **SUBSYSTEM** H/W NIC <u>148</u> <u>134</u> 140

Fig. 1

Docket Number: MS1-1756US Title: Communication Protocol For Synchronizing Animation Systems Inventors: Blanco, et al. Page 2 of 7 USER CODE <u>202</u> **API BOUNDARY** 206 **APPLICATION** <u>120</u> HL ANIMATION SUBSYSTEM <u>122</u> **HL** GRAPHICS HL ANIM. OBJ'S 208 <u>210</u> HL HL CLOCK(S) TIMING **ENGINE** <u>214</u> <u>212</u> **PROTOCOL MESSAGES** <u>216</u> **COMMUNICATION CHANNEL** <u>204</u> PROTOCOL MESSAGES <u>216</u> **DISPLAY DEVICE** <u>138</u> LL ANIMATION SUBSYSTEM <u>148</u> LL ANIM. OBJ'S LL GRAPHICS <u>220</u> <u>218</u> LL TIMING LL CLOCK(S) **ENGINE** - 200 <u>224</u> 222

Fig. 2

Docket Number: MS1-1756US

Title: Communication Protocol For Synchronizing Animation Systems
Inventors: Blanco, et al.

Page 3 of 7

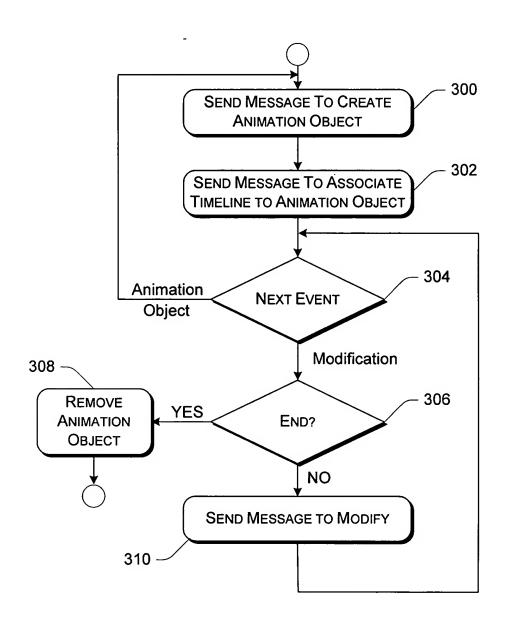


Fig. 3

Title: Communication Protocol For Synchronizing Animation Systems

Inventors: Blanco, et al. Page 4 of 7

HIGH LEVEL TIMING ENGINE TO LOW LEVEL TIMING	ENGINE

02	MESSAGE	<u>PARAMETERS</u>
06 —	CREATE CLOCK	INITIAL CLOCK PROPERTIES
10 —	UPDATE PROPERTIES	TARGET CLOCK; UPDATED PROP'S
14 —	ADD INTERVAL	TARGET CLOCK; INTERVAL PROP'S
8 —	RESET SYNCHRONIZATION SLIP	TARGET CLOCK
2 —	REMOVE ALL INTERVALS	TARGET CLOCK
	DELETE CLOCK	CLOCK TO DELETE

LOW LEVEL TIMING ENGINE TO HIGH LEVEL TIMING ENGINE

MESSAGE

PARAMETERS

SYNCHRONIZE WITH MEDIA SLIP

TARGET CLOCK; SLIP AMOUNT

7ig. 46

HIGH LEVEL ANIMATION OBJECTS TO LOW LEVEL ANIMATION OBJECTS

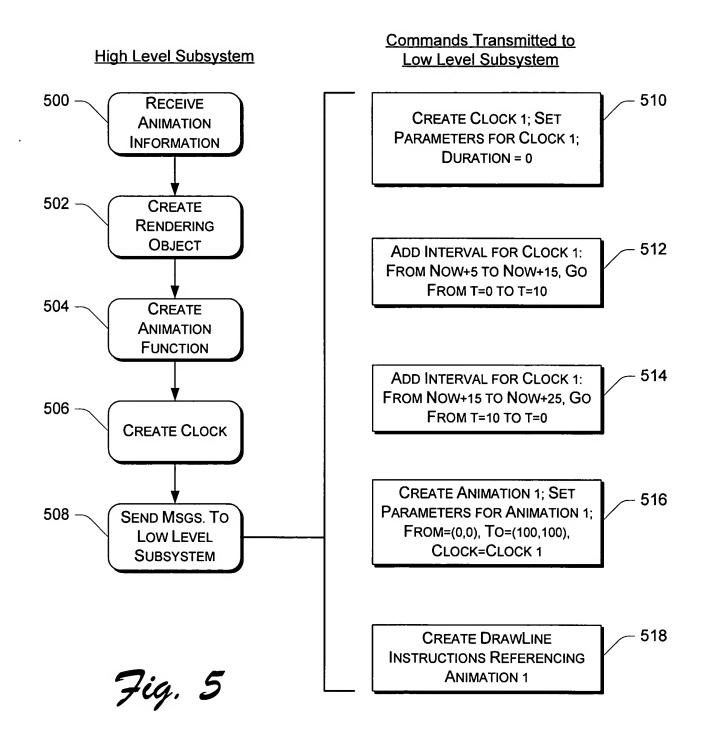
MESSACE	
<u>MESSAGE</u>	<u>PARAMETERS</u>
CREATE ANIMATION	OUTPUT VALUE TYPE, ANIMATION FUNCTION & CONTROLLING CLOCK
UPDATE ANIMATION	TARGET ANIMATION; UPDATED PROP'S
CREATE ANIMATION COLLECTION	INITIAL LIST OF ANIMATIONS
ADD ANIMATION TO COLLECTION	TARGET ANIMATION COLLECTION & ANIMATION TO ADD
REMOVE ANIMATION FROM COLLECTION	TARGET ANIMATION COLLECTION & ANIMATION TO REMOVE
CREATE STATIC VALUE	VALUE TYPE; INITIAL VALUE
UPDATE STATIC VALUE	TARGET STATIC VAL OBJ.; NEW VAL
	UPDATE ANIMATION  CREATE ANIMATION COLLECTION  ADD ANIMATION TO COLLECTION  REMOVE ANIMATION FROM  COLLECTION  CREATE STATIC VALUE

Fig. 4c

440 —

Title: Communication Protocol For Synchronizing Animation Systems Inventors: Blanco, et al.

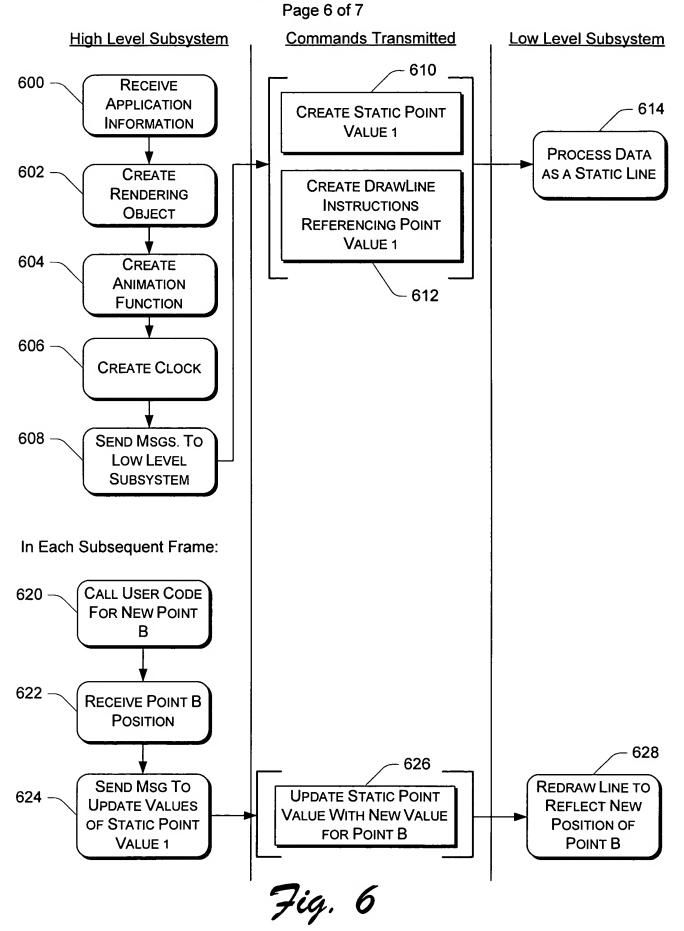
Page 5 of 7



Docket Number: MS1-1756US

Title: Communication Protocol For Synchronizing Animation Systems

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